

STAR WARS

ROLE PLAYING GAME

Guide to the Lightsaber



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Guide to the Lightsaber v1.2

A Supplement of material to be used with the d20 Star Wars Roleplaying Game ®

Created by compiling the works of Gary M. Sarli, Andy Collins, Bill Slavicsek, JD Wiker, Morodin, Ryan A. Horst, James "Trey" Fairchild, and Chase "Gigerstreak" LeMaster
(A lot of this Pdf's style is based on the wonderful work by Jon L., Carlos P, and Jason G.)

Based on the *Star Wars Roleplaying Game* ® by Andy Collins, Bill Slavicsek, and JD Wiker



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"Not as clumsy or as random as a blaster. An elegant weapon for a more civilized age." - Obi-wan Kenobi

The lightsaber: It is the weapon of a Jedi, an elegant armament of a more civilized time. In comparison, blasters are crude, inaccurate and loud affairs. To carry a lightsaber is an example of incredible skill and confidence, dexterity and attunement to the Force. When deactivated, a lightsaber appears as a polished metallic handle, about 30 centimeters long, lined with control studs. At the press of a button the energy contained within is liberated and forms as a shaft of pure energy about a meter long. The saber hums and scintillates with a distinct sound. Its shimmering blade is capable of cutting through almost anything, save for the blade of another lightsaber.

In the hands of a Jedi, a lightsaber is almost unstoppable. It can be used to cut through blast doors or enemies alike. Using the Force, a Jedi can predict and deflect incoming blaster bolts, and reflect them back at the person who fired them.

After the extermination of the Jedi ranks, lightsabers became rare relics. The knowledge of their construction disappeared with their masters. Luke Skywalker, the last of the Jedi, built his own lightsaber as the culmination of his training.

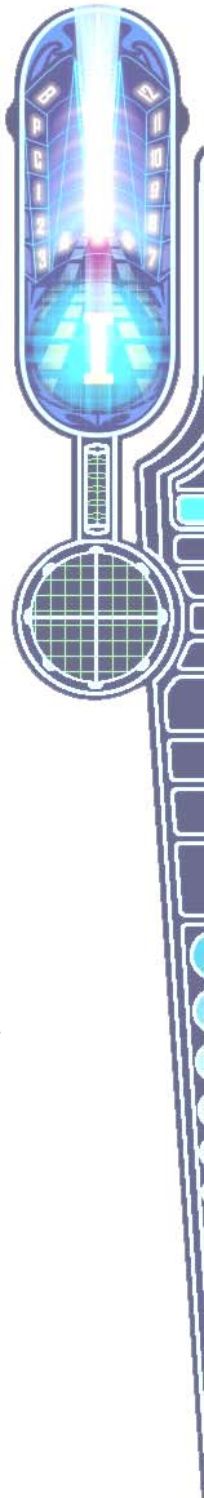
Although use of the lightsaber is strictly reserved to the Jedi -- the only ones typically capable of handling the difficult weapon -- it is also used by their sworn enemies, the Sith.

Weapon	Cost	Damage	Critical	Range	Weight	Type	Size	Group
Lightsaber	3,000	2d8	19-20	--	1 kg	Energy	Medium	Exotic**
Lightsaber, small	2,800	2d6	19-20	--	.8 kg	Energy	Small	Exotic
Lightsaber, heavy	6,000	2d10	19-20	--	1.8 kg	Energy	Large	Exotic
Lightsaber, double	7,000	2d8/2d8	19-20	--	2 kg	Energy	Med/Large	Exotic
Great Lightsaber	5,200	2d8	19-20	--	1.8 kg	Energy	Large	Exotic
Dual-phase lightsaber	6,000	2d8	19-20	--	1.2 kg	Energy	Med/Large	Exotic
Training lightsaber	1,500	2d8*	19-20	--	1 kg	Energy	Medium	Exotic**
Archaic lightsaber	1,600	2d8	20	--	3 kg	Energy	Medium	Exotic

* Vitality damage only; on a critical hit, a training lightsaber deals only 1d3 points of wound damage.

** The Exotic Weapon Proficiency (lightsaber) feat covers training lightsabers as well as standard, Great, Heavy, Dual phase, and Archaic versions.

"Jedi apprentices spend a great deal of time and effort constructing lightsabers, an elegant weapon of ancient technologies. The blade helps the Jedi focus, attuning him to the Force so that it more easily flows through him. It is used for combat only when other methods of conflict resolution have ended in failure. Most Jedi build several lightsabers over a lifetime, each saber more powerful and well-balanced than the last. These improvements reflect the Jedi's increasing prowess in his use and understanding of the Force."



Exotic Weapon Proficiency (lightsaber) makes the character proficient with the lightsaber, short lightsaber, great lightsaber, dual-phase lightsaber, heavy lightsaber, and the archaic light-saber. These weapons are still different enough to require a separate selection of Weapon Focus, Improved Critical, and other weapon-specific feats and class features. The double-bladed lightsaber is significantly more difficult to wield effectively -- thus, it still requires its own Exotic Weapon Proficiency. (Note that a double-bladed lightsaber with a single blade ignited is treated as a lightsaber.)



Types of Lightsabers

Basic Lightsaber

The lightsaber, simple in design yet difficult to wield and master, features a handgrip hilt that projects a blade of pure energy. This blade is generated by an energy cell and focused through crystals within the hilt. The saber can cut through most materials, except another lightsaber blade. Some tougher materials, such as a starship blast door, require time and effort to slice through. Because only the handgrip has any weight, unskilled users have difficulty judging the position of the blade. They are as likely to injure themselves as harm their opponents. (If the character does not have the Exotic Weapon Proficiency Lightsaber feat, rolling a 1 on an attack roll results in a catastrophic failure, reroll the attack and if another natural 1 is rolled the character damages herself.) The lightsaber's true potential becomes apparent in the hands of a fully trained Jedi, who can defend and attack with the weapon, deflecting blaster bolts or striking opponents with the glowing blade. The traditional weapon of the Jedi, the lightsaber stands as a symbol of their skill, dedication, and authority. Even in the days of the Rebellion, when the Jedi were all but extinct, a person carrying and using a lightsaber was afforded a high degree of respect. A lightsaber requires a special energy cell to operate (the cost is ten times the price of an ordinary energy cell). As a Medium-sized weapon, a lightsaber has 5 Hardness and 5 wounds, with a Break DC of 18. The lightsaber's unique hum provides any enemy with a +2 to their listen check and its glow provides a 2 meter radius of illumination. Hardness 5, 5 Wound Points

Small Lightsaber

The smaller design of this lightsaber causes less power to be channeled into the blade, thus diffusing a bit of the damage that it can deal and shortening the blade. Hardness 5, 2 Wound Points (*Tiny lightsabers* are possible, 2d4 damage, Hardness 5, 1 Wound Point)

Heavy Lightsaber (Exceptionally Rare)

The larger design of this lightsaber causes more power to be channeled into the blade, thus increasing the damage that it can deal and lengthening the blade. Hardness 5, 10 Wound Points

Lightsaber, Double-Bladed

The double-bladed lightsaber consists of two sabers fused at their hilts. These weapons are rare and require even greater skill to wield than single-bladed lightsabers. One blade of the double lightsaber can be ignited at a time (Exotic Weapon Proficiency Lightsaber), or both blades can be ignited to create a truly deadly lightsaber staff (Exotic Weapon Proficiency Double-Bladed Lightsaber)

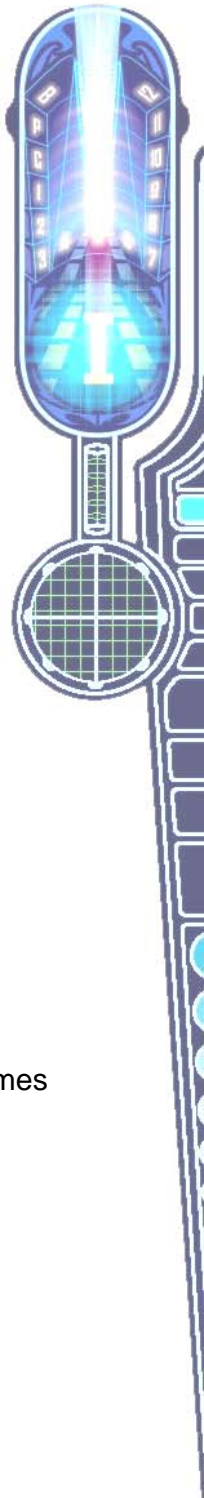
A double-bladed lightsaber is a double weapon. You can fight with it as if fighting with two weapons, but if you do, you incur all the normal attack penalties associated with fighting with two weapons as if you were using a one-handed weapon and a light weapon (see *Attacking with Two Weapons*, page 156 of the Revised Core Rulebook). The double-bladed lightsaber must be wielded with two hands.

A double-bladed lightsaber requires two special energy cells to operate (the cost of each is ten times the price of an ordinary energy cell). (When used with one blade ignited, Double-bladed Lightsabers have the listed size. When both blades are ignited, they should be considered to be one size larger.

Note that a double-bladed lightsaber always requires two hands to use, even if only one blade is ignited. The hilt is simply not balanced to be wielded in one hand.) Hardness 5, 10 Wound Points

Great Lightsaber

Great lightsabers have always been rare, and few Jedi have made the effort to master their use.



These weapons have focusing crystals arranged to create a blade up to 300 centimeters long. A great lightsaber can be created using the same process for creating a standard lightsaber. However, they are considered Large weapons, and as such a Medium-size creature must use two hands to wield one effectively. The longer blade does not change the lightsaber's damage, but the additional length does give the wielder a 4-meter reach. The wielder can attack foes up to 4 meters distant, and opponents up to 4 meters away are considered threatened for purposes of attacks of opportunity.

Large or bigger species created most of these weapons. Sometimes one of these weapons would be passed on to a close friend after its creator's death, but even then, its use would be limited.

Hardness 5, 10 Wound Points

Dual-Phase Lightsaber

A few extremely rare, archaic lightsabers used a dual-phase focusing crystal arrangement. Originally created to provide a lightsaber wielder with an adjustable blade, only a few of these weapons are known to exist. Such weapons are certainly not beyond the capability of a Jedi to create, given enough time and materials.

Creating a dual-phase lightsaber adds +5 to the Craft DC for building the weapon and requires an additional focusing crystal. Harmonizing and imbuing the additional crystal takes no additional time and requires no additional Intelligence check. When used, a dual-phase lightsaber can be set for either standard length (about 130 centimeters) or more than double that (300 centimeters) at the flick of a switch (a free action). As an attack action, the user can feint in combat while switching the blade's length. To successfully feint, the user must make a Bluff check. This trick grants a +4 circumstance bonus on the wielder's Bluff check for the purposes of feinting, but it does not work more than once against the same opponent.

Setting the blade longer does not change a lightsaber's damage, but it does change the lightsaber to a Large weapon. The additional length also gives the weapon a 4-meter reach. Its wielder can attack foes up to 4 meters distant, and opponents up to 4 meters away are considered threatened for purposes of attacks of opportunity. Hardness 5, 7 Wound Points

Training Lightsaber

Jedi students train in the use of the lightsaber, but in the early stages of this training, it's dangerous to practice with an actual lightsaber. After all, some Human students are a mere six years old. Training lightsabers were first used a thousand years before the Battle of Yavin. Most had been destroyed during the Jedi Purge.

Training lightsabers are never available for sale. Only Jedi students can obtain them, including youngsters raised in a Jedi Temple who have not yet been selected as Padawans. When a student earns his first true lightsaber, he usually turns over his training lightsaber.

A training lightsaber shares many of the same properties as normal lightsaber. It creates the same humming sound when activated, it has the same weight, and its blade is approximately 130 centimeters long. A training lightsaber crackles ominously when in contact with another lightsaber (including a true lightsaber). It can deflect blaster bolts, although it cannot redirect them at other targets. This weapon can be used with the Lightsaber Defense, Knight Defense, and Master Defense feats.

Treat a training lightsaber as a normal lightsaber, except for the following properties.

Nonlethal: A training lightsaber is significantly weaker than a standard lightsaber. It still causes vitality damage (2d8 plus Strength modifier and any increased lightsaber bonuses). However, if a training lightsaber confirms a critical hit or deals more damage than an opponent has vitality points remaining, that character only loses 1d3 wound points (plus the wielder's



Strength modifier). The wounded character must make a Fortitude save (DC 10). On a failed save, the opponent is stunned for 1d6 rounds. (Normally, a wounded character must make a Fortitude save against a DC of 5+ the number of wound points lost or be knocked out; see Chapter Eight of the Revised Core Rulebook.)

Blade Diffusion: A training lightsaber does not focus its power strongly enough to cut through objects. As a result, this weapon does not ignore hardness as a standard lightsaber does. It only deals 1d6 points of damage (plus the wielder's Strength modifier) to inanimate objects.
Hardness 5, 5 Wound Points

Archaic Lightsaber: The first lightsabers built by Jedi used an experimental "frozen blaster" technology to create an energy beam of a fixed length. Crude archaic lightsabers were barely portable, since they were designed primarily for siege warfare. Over time, Jedi technicians learned how to miniaturize the parts involved, incorporating emerging technologies to pack more power output into a smaller energy cell. The result was the first true lightsaber.

Archaic lightsabers have obvious drawbacks. The power pack is typically too large for a weapon meant to be wielded by a Medium-size person. It is worn on a Jedi's belt, and its handle is connected to the power pack by a flexible cable.

This archaic configuration has three game effects: First, the wielder cannot use the feats Knight Defense, Lightsaber Defense, and Master Defense when wielding the weapon. Second, the entire unit weighs 3 kilograms, considerably more than a standard lightsaber. Third, these lightsabers have a threat range of 20 instead of 19-20. Hardness 5, 5 Wound Points

How a lightsaber works

Once unleashed, the power channels through a positively charged continuous energy lens at the center of the handle. The beam then arcs circumferentially back to a negatively charged high energy flux aperture. A superconductor transfers the power from the flux aperture to the power cell. As a result, a lightsaber only expends power when its blade cuts through something. So efficient is the blade, that it does not radiate heat unless it comes into contact with something.

Lightsaber Construction

There's a special significance in the Jedi's choice of weapon. The ancient lightsaber, and elegant melee weapon, has come to be seen as a symbol of the Jedi. Few outside their ranks even attempt to use these weapons, let alone demonstrate mastery with them.

Every Jedi is trained to use a lightsaber as part of his or her mastery of the Force. The Jedi apprentice's mentor provides the student's first lightsaber. Later, as part of the apprentice's training, the student must craft his or her own lightsaber. This is as much a test of mechanical aptitude as it is a test of discipline and one's connection to the Force. There are a few ways to handle this activity in the game.

The GM can decide to let the construction of a Jedi's personal lightsaber occur off camera, between game sessions when a Jedi achieves a new level. The construction of a lightsaber can be the culmination of an epic quest, taking one or more adventures to accomplish. While a Jedi's friends can help with many parts of the quest, the Jedi must accomplish the final stages of construction alone. Luke Skywalker, for example, built his lightsaber in the desert near Ben Kenobi's home, with only R2-D2 on hand to keep him company.

When you allow your Jedi characters to craft their own lightsabers, whether you make the event an adventure or something that occurs between game sessions, use the following guidelines:

First, a Jedi must possess the three basic Force feats (Control, Sense, and Alter).

Second, the Jedi's mentor must declare that the apprentice is ready to undergo the test of the lightsaber.



Some apprentices can try to build their own lightsabers as early as 1st level, while others wait until 6th to attempt the complicated procedure. In any event, the test must occur before the Jedi reaches 7th level.

Third, the Jedi must gather the parts needed to make a lightsaber (Cost 500 +Crystal). These include the following components: power cell, handgrip, activation plate, safety, belt ring, blade-length adjuster (optional), emitter matrix, recharge socket, lens assembly, power conduit, and focusing crystals (usually one to three). The most commonly used crystal is the Adegan, though other types can be used. Most handgrips have a length of 24 to 30 centimeters, with the blades extending themselves up to 1.5 meters.

Fourth, the Jedi must prepare the crystals, meditating and imbuing them with the Force. This task takes some amount of time and the expenditure of one Force Point for a naturally harmonic crystal, or two for a crystal that does not normally resonate in the force. To successfully prepare the crystals, the Jedi makes three ability checks: A Constitution check (for Control) to harmonize the self (DC 20), a Wisdom check (for Sense) to harmonize the Force (DC 20), and an Intelligence check (for Alter) to harmonize and imbue the crystals (DC 20). Each day spent in doing nothing but meditating before making the checks reduces one check's DC by 1. No DC can be reduced to less than 10, so spending a month in meditation (30 days) reduces each check's DC to 10. The checks may be attempted in any order, but are made at the same time. If any check fails, the process must begin again. If all the checks succeed, the Jedi becomes stronger in the Force; the Jedi receives 2 Force Points. The Jedi may spend an additional Force Point to increase the chances of success; a single Force Point will provide a bonus to all three ability checks. (Remember that you gain two Force Points when you create a lightsaber, so even using a second Force Point to aid your ability checks will allow you to break even.)

After achieving success on all three ability checks, the Jedi makes a Craft (lightsaber) check to see if he or she correctly performs the final steps in the assembly of the weapon. The check can be made untrained if the Jedi doesn't possess the Craft (lightsaber) skill. The DC depends on the Jedi's level: DC 30 for 1st or 2nd level, DC 25 for 3rd level, DC 20 for 4th level, DC 15 for 5th level, or DC 10 for 6th level.

If the Jedi fails this Craft check, he or she must correct the problems before trying to assemble the lightsaber again. Doing this takes a number of days equal to 10 minus the Jedi's level. When that time has passed, the Jedi can attempt another Craft check to finish the assembly correctly.

A Jedi gains a +1 circumstance bonus on attack rolls when using a lightsaber of his or her own construction. **The loss of a personal lightsaber can so demoralize a Jedi that he momentarily stumbles in his ability to access the Force (-2 to Force skills until he constructs a new blade).**

The process of creating a lightsaber varies depending on who the craftsman is, with each artisan giving the saber his or her own personal style. Most Jedi use Adegan crystals, found very rarely but usually nearly flawless. Taking these naturally-occurring crystals, they build the lightsaber to their own personal tastes, in perfect harmony with nature through the crystal. The Sith, however, use a special furnace to artificially craft crystals in an intense heat, using the Dark Side of the Force to shape the crystals' growth so that when it is time to remove it from the furnace it is already shaped to perfectly suit the Sith Lord's needs. Obi-Wan Kenobi's journal, which was what taught Luke how to construct his own saber, used a method similar to the Sith's artificial crystal method. Regardless of whether or not natural crystals or synthetic crystals are used, the process of creating a lightsaber is one of the most essential lessons the Jedi (and Sith) teach their students.

Mastercraft

Mastercraft lightsabers add +1 to +3 to their damage. A Mastercraft lightsaber does not apply the bonus to any devices embedded within it (see below). They may be Mastercrafted in their own right, but the Lightsaber itself is considered separate for determining Mastercraft bonuses. A tech specialist could mastercraft the basic components and your Jedi would simply have to prepare the crystals. The various parts that go into creating a lightsaber cost 500 credits (for a standard), not including the crystals.



Handles

The handle of a lightsaber varies widely, depending on the maker. In "I, Jedi" by Michael Stackpole, Corran Horn constructs a lightsaber from the handlebar on an old swoop. The Jedi of the Old Republic, however, constructed much more aesthetically pleasing, and complex, saber handles.

Here are examples of how lightsaber handles can vary:

Switch

- Standard: One click activates, one click deactivates
- Double Off-click: One click activates, two clicks deactivates; this is so that the lightsaber does not accidentally shut off in combat.
- Lock On: The lightsaber's On/Off switch can be locked into the 'On' position and can't be turned off with one touch.
- Force Activated: The wielder must use the Force to make a connection within the handle which allows energy to flow. You must spend 1 vitality and succeed at a force connection check (DC 15, wisdom; must have the *Force Sensitive* and *Alter* feats)

Crystals

The type of crystal used to focus the energy from the power cell determines the harmonic resonance and lethality of the weapon. Jedi Knights use Adegan crystals almost exclusively, as they have done for millennia. The different Adegan crystals are used as the lightsaber crystal you imbue with the force during construction (See above). A typical lightsaber is built with a crystal called mephite.

There are several weaker crystals that don't channel and focus energy quite as well, adding a penalty to all damage rolls. Needless to say, Jedi don't like to use the weaker crystals when building a normal lightsaber. However, these crystals are acceptable when building a training lightsaber. The lower power requirements and more diffuse blade of a training lightsaber mean that even a kathracite can be used without imposing a penalty to its already low damage (Kathracite would normally have a penalty on a lightsaber of -3 to damage but in a training lightsaber it instead deals the normal 2d8). Also, it's not uncommon for a low-level Padawan to be given a lightsaber with a weaker crystal to use until he crafts his own, at which point he seeks out a better crystal. The damage bonus or penalty from Adegan crystals stacks with any weapon modifications or mastercraft bonuses. The biggest problem with Adegan crystals is their rarity. Kathracite is the most common, followed by relacite, danite, mephite, and finally pontite, which is almost impossible to find. Jedi seek out crystals on the planet Ilum. While the Jedi prefer natural crystals, only found in a few places such as the Adegan system or on Ilum, the Sith usually use synthetic crystals in their lightsabers. Crystals found on Ilum are almost always blue or green, whereas crystals from the Adegan system (and a handful of other locations) are more varied in color. The synthetic crystals used by the Sith are usually blood-red. The Jedi sanctuary on Ilum was destroyed during the Clone Wars. Thus, by the time of The New Jedi Order, lightsaber crystals are found in varied locations and tend to vary more in color than those of the old Jedi Order. The Adegan family includes the following crystals in order of rarity (the die code represents the blade's base damage when using that crystal):

Kathracite:	2d8-3, Hardness 10, 1 Wound Point, Break DC 20
Relacite:	2d8-2, Hardness 10, 1 Wound Point, Break DC 20
Danite:	2d8-1, Hardness 11, 1 Wound Point, Break DC 21
Mephite:	2d8+0, Hardness 13, 1 Wound Point, Break DC 23
Pontite:	2d8+1, Hardness 15, 1 Wound Point, Break DC 25

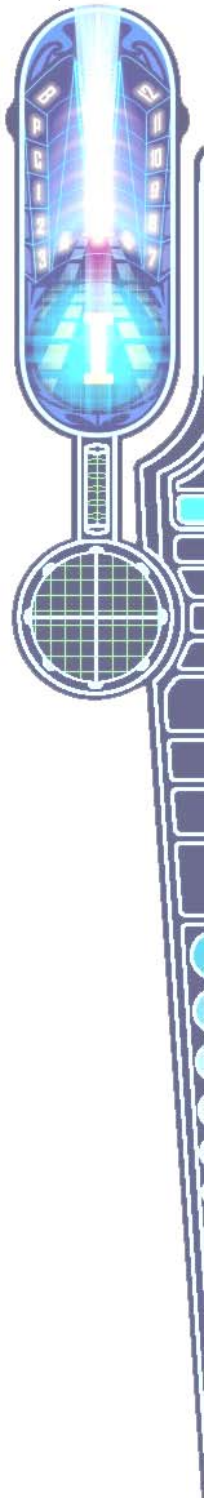


Table 1: Finding a Suitable Search Site (Knowledge [Jedi lore] check)

Roll	Result
9 or less	No suitable site found.
10-14	Marginal site found: Add +10 to See Force check DC (Table 2)
15-19	Acceptable site found: Add +5 to See Force check DC (Table 2)
20 or more	Exceptional site found: Use listed See Force check DC (Table 2)

Modifiers:

Add a +5 equipment bonus to your Knowledge (Jedi lore) check if you spend one day studying the archives of the Jedi Temple immediately before you make the check. (This does not stack with the bonus from a datapad, if applicable.)

Add +10 to the DC during the reign of the Empire. Palpatine actively suppressed information related to the Jedi order.

Add +5 to the DC during the New Republic era. Although the Empire could no longer actively suppress this information, Luke Skywalker and the earliest members of the New Jedi Order had only just begun to reconstruct the lost knowledge.

Next, the PC has to travel to the appropriate world (Illum, Ossus in the Adegan system, and so on) and then conduct the actual search itself. Given the fact that the best lightsaber crystals are those that naturally resonate in the Force, this search is resolved with a See Force check (see Table 2). Each check represents about one day of searching and requires the expenditure of 15 Vitality Points. You can take 10 on this check, but you can't take 20. However, you may retry as many times as you wish.

Table 2: Searching for Crystals (See Force check)

Roll	Adegan Crystal (or Equivalent) Found
9 or less	None
10-14	Kathracite (-3 damage)
15-19	Relacite (-2 damage)
20-24	Danite (-1 damage)
25-29	Mephite (+0 damage)
30 or more	Pontite (+1 damage)

Modifiers:

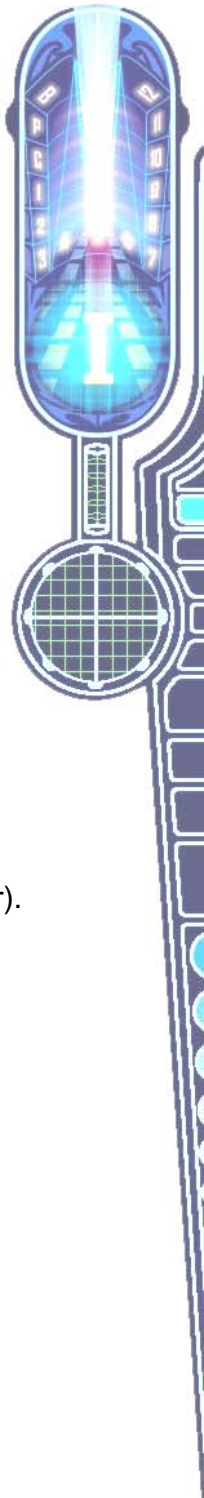
Subtract -5 from the DC for a short lightsaber's crystal. These require smaller crystals that are somewhat easier to find.

Add +5 to the DC for a great lightsaber's crystal (or the second crystal for a dual-phase lightsaber). It's slightly harder to find crystals that are ideal for focusing the longer blade.

Add +10 to the DC for a "heavy lightsaber" crystal. These are much larger and extremely rare.

A synthetic crystal can be created with a Craft (lightsaber) check, with the DC and materials cost determined by the type of synthetic crystal constructed.

Kathracite	(DC 5, 100 credits)
Relacite	(DC 10, 200 credits)
Danite	(DC 15, 300 credits)
Mephite	(DC 20, 400 credits)
Pontite	(DC 25, 500 credits)
Nextor	(DC 30, 1500 credits)



Damind	(DC 25, 1000 credits)
Opila	(DC 25, 1000 credits)
Jenruax	(DC 25, 700 credits)
Lorrdian	(DC 25, 800 credits)

This Craft check is separate from the one necessary to actually build the lightsaber. Synthetic crystals are not as pure as natural crystals, applying a -1 penalty to the lightsaber's normal damage and a -1 to the crystal's Hardness.

For example, a synthetic pontite lightsaber deals 2d8 points of damage, and a synthetic mephite lightsaber deals 2d8-1 points of damage. To construct a synthetic crystal takes a minimum of one week as well as the proper crucible (cost: 5000) and requires a successful Craft (lightsaber) check as detailed above. Decrease the difficulty level by 5 for each extra week spent forging the crystal, to a minimum DC 5. This time counts towards your Force check DC for imbuing the crystals if you do nothing but meditate while the crystal is being forged. If the Craft (lightsaber) check for forging the crystal fails by 5 or more, the crystal is useless. If it fails by 5 or less the crystal can still be used, but when a 1 is rolled on an attack with the lightsaber it explodes, dealing damage as a frag grenade (4d6+1, 4m [4m]). The character wielding the lightsaber when it explodes is not allowed a Reflex save to avoid or reduce damage.

Modifiers:

Subtract -5 from the DC for a short lightsaber's crystal. These require smaller crystals that are somewhat easier to craft.

Add +5 to the DC for a great lightsaber's crystal (or the second crystal for a dual-phase lightsaber). It's slightly harder to craft crystals that are ideal for focusing the longer blade.

Add +10 to the DC for a "heavy lightsaber" crystal (Large, 2d10 damage, 1.8 kg, otherwise the same as a normal lightsaber). These are much larger and extremely difficult to craft.

Exotic weapons are supposed to be limited to one personalized modification with the GM's permission, an exception to the rule is where an appropriate lightsaber crystal allows a specific additional personalized modification.

Nextor	increases the threat range by 1 (Creates a blade with a core several times hotter than normal, making it capable of devastatingly wounding strikes. This has the added effect of altering the lightsaber to a higher pitch when activated)
Damind	adds +1 to attack rolls at the cost of -1 to damage (Concentrates the blade more tightly than normal, making it ideal for precision cuts, but at the expense of having a less damaging surface area)
Opila	adds +1 to damage at the cost of -1 to attack rolls (Focuses the blade wider than normal, creating a larger surface area, but at the expense of accuracy.)
Jenruax	adds a +1 bonus to deflect (attack) rolls (Causes the energy field around the blade to fluctuate in a way causes energy to reflect on itself, forcing it to travel more closely back to its original source)
Lorrdian	adds a +1 bonus to deflect (defense) rolls (Increases the diameter of the energy field surrounding the blade, providing a wider area with which to deflect incoming attacks)

Colors

While it may seem to be a bit of trivial detail, the color of a lightsaber is as much a part of the personality of the weapon as anything else. Upon completion of the lightsaber, roll 1d6 and compare it to the Standard Lightsaber colors table. Should a 6 be rolled, reroll and compare it to the Rare lightsaber colors table.

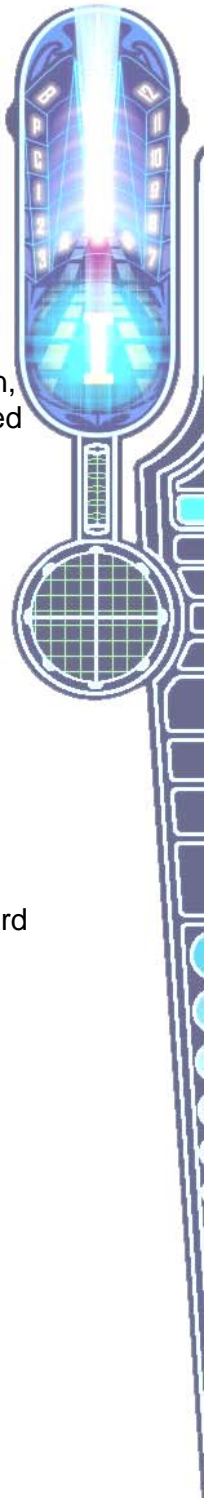
Standard Lightsaber Colors Table(1d6)

Roll Color Result

- 1 Blue
- 2 Green
- 3 Red
- 4 Yellow
- 5 Orange
- 6 Roll 1D8 from "Rare Colors" Table

Rare Lightsaber Colors Table(1d8)

Roll Color



- 1 White
- 2 Bronze
- 3 Cyan
- 4 Purple
- 5 Viridian
- 6 Pink
- 7 Silver
- 8 Gold

Length

A lightsaber can be anywhere from 1.0 to 1.5 meters in length. Like rolling for color, roll 1D6 on the table below for the length. A Note On Adjustable Lengths: A character may choose to modify lightsaber so that the length can be changed by turning a dial on the handle of the lightsaber. For each length aside from the standard length, make a modification to the DC of the final Craft check.

Example: A Jedi decides that he wants a lightsaber with three lengths in total. His standard length blade requires no extra roll or DC increase. However, for the second length, he must add +5 to his Craft DC. For the third length, he must add +10 to his Craft DC.

The Jedi rolls on the below table for a standard length, then chooses additional lengths (from .5 m to 2 m).

Roll Standard Length

- | | |
|---|------------|
| 1 | 1.0 Meters |
| 2 | 1.1 Meters |
| 3 | 1.2 Meters |
| 4 | 1.3 Meters |
| 5 | 1.4 Meters |
| 6 | 1.5 Meters |

Lightsabers and Damage Reduction

Lightsabers ignore the damage reduction of an object and the damage reduction of personal armor when dealing damage. See "Attack an Object" in Chapter Eight of the Revised Core Rules: Combat for information on damage reduction of objects. See page 138 for information about damage reduction and armor. (This rule does not affect a lightsaber-wielding character's chance to hit in combat or damage dealt against an opponent, unless that opponent is wearing armor.) Special types of Materials such as Phrik alloy or certain types of Cortosis ore.

Miscellaneous Modifications

The following miscellaneous modifications may be made to a lightsaber.

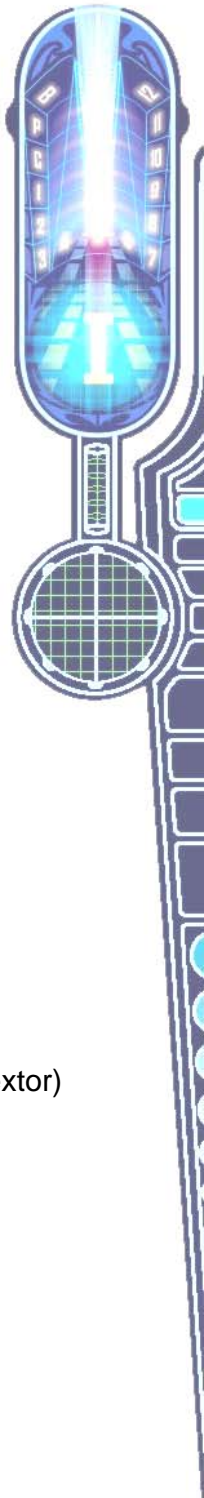
Basic Personalization's

- Increase the Damage by +1. This modification incurs a -1 penalty on all attack rolls.
- Expand the Lightsaber's threat range by 1. This may be done only once. (Does not stack with Nextor)
- Reduce the Lightsaber's weight by half. This may be done only once.
- Make the Lightsaber more durable, increasing its Hardness by 2 and its wound points by 2.

(Note: Only one Personalization may be made. Also personalization's raise the Lightsaber's cost by 50% in reference to making the Modification Craft Check)

Joining Sabers

In order for the Jedi to join two lightsabers together, he must find the following items: a set of special



welding tools (50 credits), a magna-lock for each saber (200 credits each), a release switch (50 credits), and a power connector (150 credits). Once obtaining these items, a Jedi may attempt a Craft (lightsaber) check DC 20, join the two together. Failure to make this roll results in one or both of the sabers being damaged, depending on how badly the roll was missed by. If the roll is a success, they are joined by a powerful electromagnetic field which can only be unlocked by hitting the release switch. They are joined together at the base of each saber and make a staff-like weapon.

Cell Recognizer

This device is used to modify a lightsaber such that it will not function for anyone except certain people. A small sensor array (800 credits) and recognition chip (350 credits) are installed in the handle of the lightsaber, which reads the cell patterns of whoever is holding the weapon. If the cell patterns do not match that of designated "safe" users, the weapon's power cells shut down, and any failsafe devices are activated. Failsafe devices can range from electrocution to a loud warble to a quiet beacon which alerts the owner via comlink that the weapon is in the hands of an unauthorized bearer. A modification to the Craft (lightsaber) check of +5 is needed to install this device.

Pressure-Grip

This adapter for the handle of a lightsaber allows for what is, in essence, a "deadman" switch on a lightsaber. The lightsaber activates and deactivates as normal, but automatically deactivates should the pressure on the handle of the lightsaber be removed. This is also a good when combined with the lock-on switch mentioned above. This pressure sensor itself runs roughly 600 credits.

Call Beacon

The call beacon is the simplest device to install in a lightsaber. This device will summon a ship with a slave circuit like a regular call beacon, only the button is embedded in the handle of the lightsaber. This requires a modification of the Craft (lightsaber) check of +5 to make the modifications. The cost for the call beacon to attach to the lightsaber is roughly 1,000 credits.

Concealed Compartment

A Jedi may choose to create a hidden compartment in his lightsaber which can only be accessed if you know what to look for. (Search DC 25) The cost is no more than the cost of the supplies to construct the special handle of the lightsaber.

Water-Proof Casing

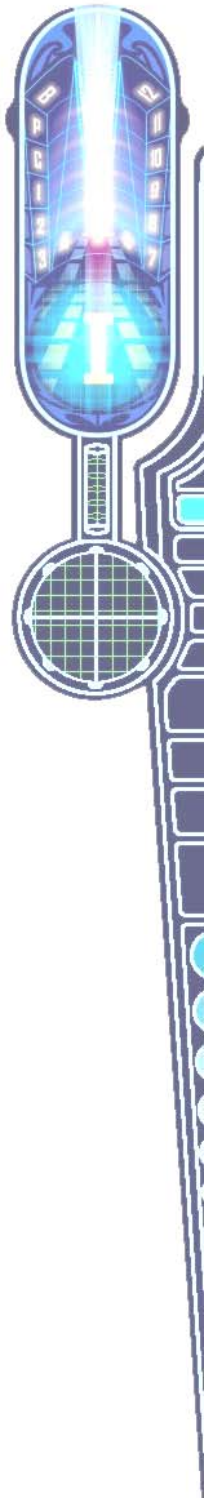
When constructing a lightsaber, some Jedi (particularly those at home in a moist environment, like Mon Calamari) add a secondary water-proof casing to the handles of their lightsabers in order to protect the power cell inside. While still not reliable for functioning underwater (roll 1d6 every round, on a 1-3 the lightsaber goes out), this will allow a lightsaber to be carried normally on aquatic journeys, without the necessity of removing the power pack. A water-proof casing costs roughly 200 credits, and must be crafted at the same time as the lightsaber itself to fit properly over the handle.

Translator Unit

A notable Jedi from days long gone made a particularly odd modification to his lightsaber that some consulars might find useful. From the early stages of planning, he designed his lightsaber to contain a small droid translator unit, as well as a form of vocabulator with a built-in earpiece for discreet use. This enabled the Jedi to have a translator with him wherever he went, right there in his lightsaber which never left his side, for use in delicate situations requiring precise translation. The cost of installing this is roughly 800 for the droid parts, plus another 300 for the necessary wiring and pieces of the lightsaber. This modification adds a +5 to the Craft (lightsaber) check.

Multi-purpose Use

Some Jedi design their lightsabers to have secondary functions, such as a glowrod, a comlink,



a syntherope dispenser, a miniature tool or security kit, a tiny medpack, or a small Datapad . There are many possibilities and in such a case, the cost of making the modification is merely the cost of the secondary function, and the difficulty to install is increased by +5 to DC.

Trapped Handle

Typically reserved for Dark Jedi, some lightsabers have special traps in their handles to prevent unauthorized use. The handle may have spikes or blade which burst forth from the handle and damage the user (2d4 damage, DC 15 Reflex save or treat as a critical hit), or electrocute the user instead (1d6 shock damage, DC 15 Reflex save or treat as a critical hit). Whatever the trap, they are triggered typically through incorrect cell recognition (see the Cell Recognizer above), or by a "dummy" activation switch which triggers the trap. The difficulty to install a trap is increased by +10 to DC, and the cost varies from 300-1000 for the parts. The cost is the price of the device, and the difficulty is increased by +5 to DC.

Silenced

Some Jedi texts from the days of the wars with the Sith indicate that certain Sith warriors had perfected the art of effectively silencing a lightsaber blade. By adjusting the crystals within the blade, and adding a few special ones to reduce noise, some lightsabers have been reduced to a nearly noiseless blade, making only the faintest whisper of a noise when activated (Does not provide the usual +2 to enemy listen check). The cost of obtaining a silencing crystal is 2000 credits (or more; they are exceedingly rare), and the difficulty to install is increased by +15 to DC.

Droid Control Unit

Treated as a droid caller and tuned to a special droid restraining bolt. Cost is usually around 100 credits and the difficulty to install is increased by +5 to DC.

Hidden Blaster

Though traditionally Jedi frown upon both blasters and deception, having a hidden ranged weapon built into the lightsaber has saved a few aggressors the loss of their limbs. The few Jedi that integrate this into their hilts typically only install stun weapons but a few Sith have used a more lethal variety. A hold out blaster or similar sized weapon is the only effective type of ranged weapon to install since anything heavier would cause the lightsaber to become cumbersome and unwieldy. The cost is the price of the weapon plus an increase of +5 to the lightsaber's construction.

Recording System

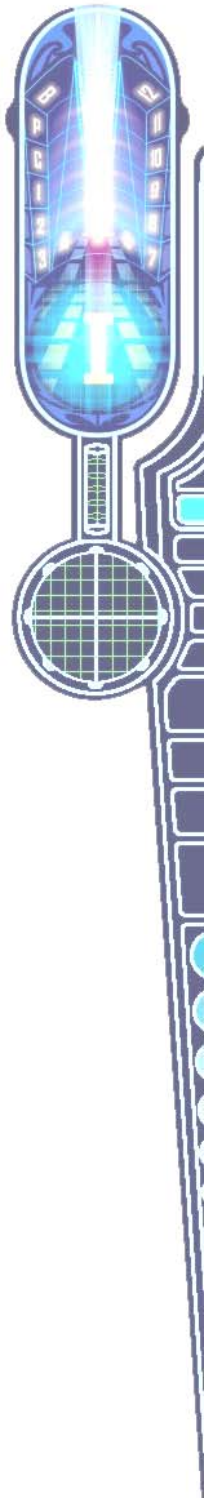
A small holoprojector can be integrated and even a small recorder be in audio, visual, or holorecorder are possible though the expense may be seen by the order as unneeded. A master once recorded his diplomatic conversations on the field to play back for the Council. The cost is that of the recording device or projector and a +5 to the DC.

Droid Intelligence

In one noteworthy instance a rather forgetful Master once crafted a small droid processor into the hilt of his blade so that he would have a companion on his long travels. Though limited in processor power his droid was programmed with alien knowledge and assisted him in his travels, often reminding him of his mission (and occasionally where he was).

Throwing

A Rodian Jedi with limited Telekinesis once crafted a small lightsaber with a miniature repulsor system in the hilt. This allowed her to throw the lightsaber with extended range. In addition, a homing beacon allows it to return blunt side first at a moderate velocity, homing in on a transponder the Jedi wore on her belt and hovering nearby until reclaimed by the thrower. If it was prevented from returning to its owner it emitted a chirping sound. It has a range increment of 10 meters and costs an additional 3000 credits for the repulsor, homing beacon, mini guidance system, and speaker. This modification is a +10 DC.



Remember to speak with your GM about any modifications to your lightsaber, he may want to add a realistic limit on how many extra devices your lightsaber can hold. (Usually 1 for small lightsabers, 2 for Medium lightsabers, and 3 for great or double lightsabers. Some enhancements are designed to work together and should only count as 1 extra device.)

Throwing a Lightsaber

Any character can throw an ignited lightsaber as a ranged attack. This requires an attack action. The attack takes a -4 penalty for using an improvised throwing weapon. The lightsaber deals its normal damage if it is used in this fashion and has a range increment of 4 meters.

After the lightsaber hits its target, it shuts off and falls to the ground in the target's square. If the lightsaber misses its target, it shuts off before hitting the ground. Treat it as a grenadelike object to determine where it lands.

Lightsaber Deflection

The description of the Deflect class ability for Jedi notes that a Jedi learns to deflect blaster bolts and other projectiles. "Other projectiles" includes most ranged attacks, including: Slugthrower rounds, arrows, spears, and similar thrown weapons (including guided weapons such as thud bugs), The discharge of ion weapons, Force lightning, and sprays of liquid (such as amphistaff venom).

Deflect cannot be used against some forms of projectiles, however, including Large thrown weapons, such as nets, explosives or grenades and stun attacks

Lost Limbs

A critical hit may result in a lost body part. At any time a confirming attack roll also comes up with a result in the weapon's threat range, the victim suffers a severed or destroyed limb. (See Disabled in Chapter Eight of the Star Wars Roleplaying Game.) For example, a lightsaber threatens a critical hit on a result of 19-20. If the attacker rolls a natural 20 on his attack roll, threatening a crit. He then rolls a natural 19 on the confirmation roll. The target loses a body part.

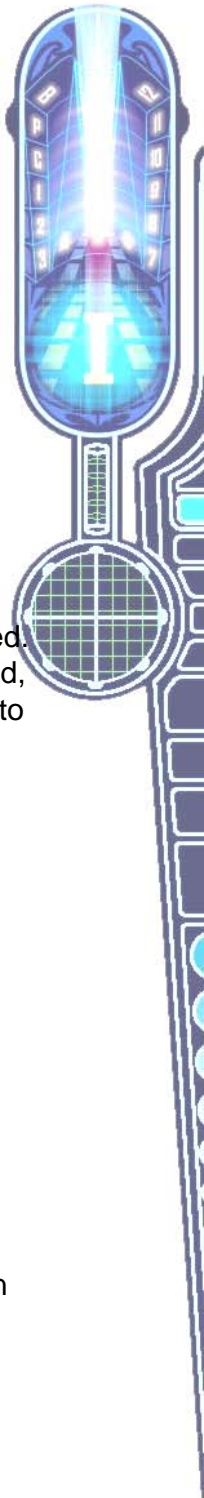
To determine which limb is lost, roll on the following table. If you do not have the type of limb indicated, roll again. If you have more than one of that type of limb, roll randomly to determine which limb is affected. For example, a Human has only one primary arm and one off-hand arm. A Morseerian, on the other hand, has four arms-one primary and three off-hand. If a Morseerian suffers a lost off-hand arm, roll randomly to determine which arm was lost.

1d20 Roll	Limb Affected
1-8	Primary arm
9-14	Off-hand arm
15-20	Leg

Once the affected limb is known, roll on the following table to determine the point at which the limb is severed (which determines the kind of prosthetic necessary to replace the limb. See Hero's Guide), adding +1 to the roll for every five points of damage dealt by the attack.

1d20 Roll	Arm	Leg
1-15	Wrist	Ankle
16-20	Elbow	Knee
21+	Shoulder	Hip

Additionally, the Galactic Campaign Guide has optional rules regarding critical hits and the loss of limbs, including decapitation



Lightsaber Dueling

When Jedi need to practice their lightsaber skills, they call upon one another to duel. When the weapon of choice is capable of carving through durasteel, the Jedi must be careful not to seriously injure one another. Similarly, when a Jedi Master teaches an apprentice the art of lightsaber combat, he must be mindful of not only his own attacks but those of his student, who might lack the control to attack without harm.

Jedi in lightsaber duels check their swings, taking a -4 penalty on their attack rolls. Any successful attack deals only half damage, even on a critical hit. (Remember to apply the -4 penalty on the confirmation roll as well.) In addition to this modifier on attack rolls, Jedi also observe certain long-standing customs of dueling etiquette, both to preserve harmony and to guarantee the safest possible duels. Much of this thinking carries over into the day-to-day behavior of the Jedi Knights.

Lightsaber duels are for practice, not for resolving disputes. The Jedi realize that the temptation to solve problems with a lightsaber is often very strong, especially for younger Jedi. Thus, this rule is generally the first imparted to a Jedi when his lightsaber training begins.

Never endanger bystanders. The Jedi Council sternly reprimands Jedi who duel in public, specifically because it wants to avoid accidents.

The duel ends if someone is injured. An injured Jedi who insists on continuing a duel might not be thinking clearly. Thus, the duel ends the moment one of the participants suffers a wound. Paradoxically, most Jedi do not consider wounding an opponent in a duel as a victory. Instead, it tells them that they might have subconsciously wanted to injure their opponent, which is cause for meditation. A Jedi who has injured an opponent in a duel generally does not participate in a duel again until asked. Some even wait until the opponent they have injured asks for another duel.

Always honor a request to end the duel. When a Jedi asks for the duel to end, it is considered good form to immediately do so. Customarily, the person who makes the request extinguishes his lightsaber when he makes the request. However, some Jedi Masters use this point as a test. They leave their blade lit to see whether their apprentices are unwise enough to lower their defenses against an armed opponent- even one they would otherwise trust.

Never strike an unarmed opponent. Jedi consider attacking an unarmed opponent possible evidence of the dark side's influence. Of course, the same thinking does not apply to unarmed attacks against an unarmed opponent.

Never strike an opponent who is unprepared. Even an armed opponent may not be ready for an assault, so the Jedi customarily indicates battle readiness either with a formal salute or by adopting an "on guard" stance. Any other stance indicates that the combatant is not prepared for combat, though he could still verbally indicate otherwise. A lightsaber held to one side and directed at the floor signifies the default "at rest" stance.

Never use the Force during a duel. Lightsabers are a test of combat skill, not of proficiency with the Force. If a Jedi uses the Force against an opponent during a duel, it is taken as a sign of desperation. This provides a good reason to end the duel, before someone gets hurt. Unfortunately, the habit of not using the Force in lightsaber practice sometimes works against the inexperienced Jedi. It does not occur to them that their opponents might not respect this custom. Similarly, using the Force to improve fighting skill is allowed only if both participants agree to such beforehand. Calling upon the Force (using a Force Point), however is considered extravagant and disrespectful to the Force.

Nonlightsaber tactics are considered fair game. Despite the injunction against using the Force, other combat tactics are perfectly legal, since lightsaber combat involves more than simply exchanging blows. Jedi frequently employ bantha rushes, disarms, knockdowns, and trips, though grapples are generally frowned upon. Attacking an opponent's lightsaber is a gross sign of disrespect, since it damages the personal property of a fellow Jedi. Few Jedi resort to this tactic even in life or death struggles (except against Dark Jedi), though they don't feel so about other weapons.

Sample Exotic Lightsabers

Angelic Requiem

Feats: EWP Lightsaber

Hilt: Smooth with no hard angles, white and chrome.

Blade Hue: White

Switch Type: Lock On: The lightsaber's On/Off switch can be locked into the 'On' position and can't be turned off with one touch.

Crystal: Pontite, Damnid

Special: Mastercrafted (1), Medpac (This Lightsaber has all the needed chemicals and materials to act as a medpac for its wielder. The medpac can be triggered by the owner as a move action or attack action, and it activates automatically if the operator falls unconscious as a result of injury. The medpac device is a one-shot function, and the materials used must be replaced after use (cost 200).

Customization: Damnid Crystal (+1 Attack rolls, -1 Damage)

Personalization: +1 Attack rolls, -1 Damage

Hidden Special: +2 to Force point die roll if calling on the light-side.

Attack	Damage	Threat	Weight	Size
+2	2d8	19-20	1.8 kg	Medium

Necessary Deceit

Feats: EWP Lightsaber, WGP Blaster Pistols

Hilt: Curved, Charcoal and Forest Green

Blade Hue: Dark Green

Switch Type: Double Off-click: One click activates, two clicks deactivates; this is so that the lightsaber does not accidentally shut off in combat.

Crystal: Relacite

Special: Includes a tiny hold out blaster pistol in the bottom of the pommel, the curved design is used to make the barrel less noticeable. The blaster fires 10 shots before miniature power cell needs recharged, recharging takes 10 minutes. The blaster also has a stun setting with a DC 9 Fort save.

Customization: x 1.5 range for blaster

Personalization: -1 Attack rolls, +1 Damage

Hidden Special: None

Attack	Damage	Threat	Weight	Size	Range
-1	2d8-1	19-20	1.5 kg	Medium	-- (Lightsaber)
-1	2d4-1	20	--	Tiny	8m (Blaster)

Shadow of Justice

Feats: EWP Lightsaber

Hilt: Very small (+2 to slight of hand checks), Dull Black

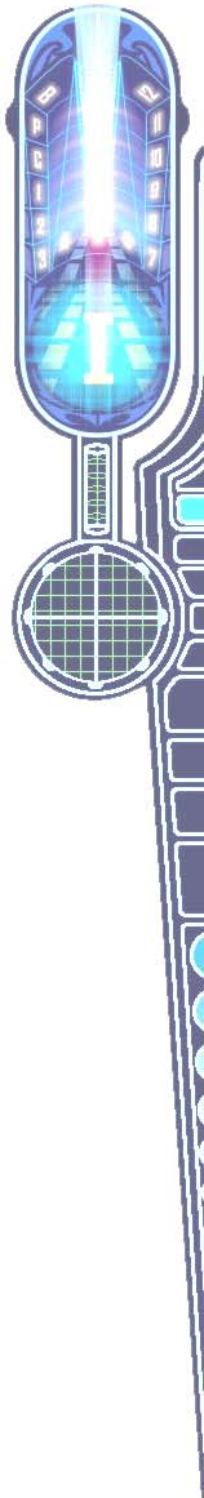
Blade Hue: Clear (Does not give off light)

Switch Type: Thumb Plate: The wielder must place his/her thumb on the activation plate.

Crystal: Mephite

Special: The small size of the hilt belies the length of the blade. Though slightly diffused (-2 to damage) the blade is normal length. A special lens caps the hilt, allowing a clear waver instead of the normal shaft of light.

Customization: Whisper Crystal (No bonus to listen checks)



Personalization: +1 Attack rolls, -1 Damage

Hidden Special: None

Attack	Damage	Threat	Weight	Size
+1	2d8-3	19-20	.4 kg	Small

Dark Indulgence

Feats: EWP Lightsaber

Hilt: Various serrated bone fragments, Shiny Black

Blade Hue: Dark Blue (A sickly color that only illuminates in a 1-meter radius)

Switch Type: Standard: One click activates, one click deactivates

Crystal: Pontite, Nextor

Special: The normal hum of the lightsaber has been altered to produce an unforgettable and terrifying wail. (Similar to the sound of Zam Wessel's speeder)

Customization: Nextor Crystal (increases the threat range by 1)

Personalization: -1 Attack rolls, +1 Damage

Hidden Special: Provides a +2 equipment bonus to intimidate checks when activated do to its frightening appearance and sound. This does not apply when attempting to intimidate a dark character.

Attack	Damage	Threat	Weight	Size
-1	2d8+2	18-20	1.2 kg	Medium

Evolver

Feats: EWP Lightsaber

Hilt: Dual-Phase, Blue and Silver

Blade Hue: Aqua

Switch Type: Double Off-click: One click activates, two clicks deactivates; this is so that the lightsaber does not accidentally shut off in combat.

Crystal: Relacite, Dual-Phase, Opila

Special: Waterproof casing, This lightsaber has a complicated inner rotating section that puts the selected length in line with the Opila crystal and the rest of the lightsaber's electronics.

Customization: Opila (-1 Attack rolls, +1 Damage), Dual-Phase (Adjusts length from 50 cm to 300 cm)

Personalization: -1 Attack rolls, +1 Damage

Hidden Special: Hidden compartment containing rare Gem

Attack	Damage	Threat	Weight	Size	Range
+0	2d8	19-20	1.4 kg	Medium	4m

Birds of Prey (Pair)

Feats: EWP Lightsaber

Hilts: Small well balanced, Chrome

Blade Hue: Viridian

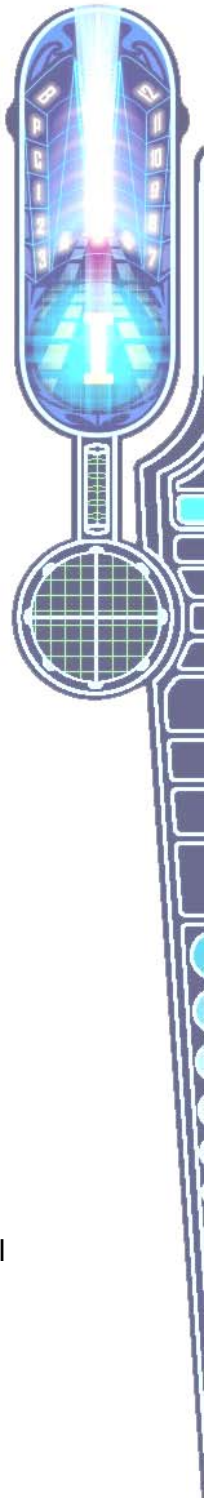
Switch Type: Lock On: The lightsaber's On/Off switch can be locked into the 'On' position and can't be turned off with one touch.

Crystal: Pontite

Special: Constructed as a throwing weapon, this Lightsaber has a built-in repulsor system to extend its thrown range. In addition, a homing beacon in the finely balanced blade allows it to return to its thrower in the round after it is thrown. The blade returns "blunt" side first at a moderate velocity, homing in on a transponder worn on the user's belt and hovering nearby until reclaimed by the thrower. If it is prevented from returning, the Lightsaber emits a chirping sound. It may be wielded as a melee weapon as normal. A Mag-lock on the bottom of each hilt allow the two small Lightsabers to join, creating a double lightsaber that is most effective when thrown.

Customization: None

Personalization: +1 Attack rolls, -1 Damage



Hidden Special: None

Attack	Damage	Threat	Weight	Size	Range
+1	2d6	19-20	.6 kg	Small*	10m
+2	2d8	19-20	1.2 kg	Medium**	10m

*(Medium with both blades extended) (Additional -1 to Attack if both blades ignited)

** (If Maglocked and thrown)

Reach of Mandalore (Pair)

Feats: EWP Arm Band Lightsaber

Hilt: Arm Bands, Gunmetal

Blade Hue: Silver

Switch Type: Standard: One click activates, one click deactivates

Crystal: Danite, Damind

Special: These arm bands have two modes, one is defensive in which the blade of the Lightsabers are swept back along the arm, and one aggressive in which the blades are in line with the hands. Also the bands have a built in dart launcher (right band) and grappling spike launcher (left band). The unique weight distribution of these arm bands cause the off hand to be considered light for the purpose of calculating two-weapon fighting.

Customization: Damind (+1 Attack rolls, -1 Damage) Alternate Mode

Personalization: Increase threat range by 1

Hidden Special: None

Attack	Damage	Threat	Weight	Size	Range	Mode	
+1	2d8-2	18-20	1.3 kg	Medium	--	Forward	
+0	2d8-2	20	1.3 kg	Medium	--	Back	+2 bonus to defense (+1 each)
+0	1d4*	20	--	Medium	2m	Dart Launcher	*Can fire special dart ammo
+0	1d8	20	--	Medium	20m	Grappling Spike	



Avulsion Tongue

Feats: EWP Whip Lightsaber

Hilt: Two piece duranium with an ornamental lizard's claw gripping the emitter, silver and black

Blade Hue: Pink

Switch Type: Lock On: The lightsaber's On/Off switch can be locked into the 'On' position and can't be turned off with one touch.

Crystal: Pontite

Special: This Lightsaber may be wielded as normal, or it may be used as a whip. As a whip it has a maximum range of 4 meters, and the user may attack anything in that area, including an adjacent opponent. It may be used to trip an opponent, and the user can drop it if the attempt fails, thus preventing the opponent from tripping the user. This Lightsaber also grants the user a +2 bonus on attack rolls made to disarm, including the roll to avoid being disarmed in turn. This Lightsaber uses a Maglock to keep the two halves together. Changing the Lightsaber from normal to whip is a move equivalent action. Note: when in whip form the Feats Lightsaber defense and Knight defense may not be used as well as Deflect (Defense) and Deflect (Attack).

Customization: None

Personalization: More durable (Hardness 6, Wound Points 6)

Hidden Special: None

Attack	Damage	Threat	Weight	Size	Range
+0	2d6+1	19-20	1.8 kg	Medium	4m

Aura Blade

Feats: EWP Lightsaber

Hilt: Amber with a silver activation plate and silver palm plate.

Blade Hue: Variable, Depends on mood.

Switch Thumb Plate: The wielder must place his/her thumb on the activation plate.

Crystal: Mephite, Damind

Special: Pressure-Grip. This Lightsaber detects the emotional state of its wielder and emits this information in the form of color through a special multifaceted crystal. If someone is knowledgeable about this (Intelligence check DC 14) they gain a +2 to their sense motive against the Lightsaber's wielder. If the owner has the Control feat she may make a Wisdom check DC 15 she may adjust the color to whatever is wanted. (This can be used to bluff a person who is trying to use the Lightsaber to help them sense the wielders motive. In this case the owner gains a +2 to the bluff check and the opponent receives no bonus)

Purple: Focused

Blue: Relaxed, balanced, at peace

Electric blue is receiving and/or transmitting information in a telepathic communication (Telepathy or similar Sense ability)

Turquoise: Trying to manipulate (Bluff, Affect mind, Illusion)

Green: Resting (heal self or heal another)

Yellow: Happy, Joyful

Orange: Understanding, powerful.

Red: Lusty, covetous. Wanting for something.

Pink: Love

Brown: unsettling, distracting, materialistic, negating spirituality.

Gray: dark thoughts, depressing thoughts, unclear intentions, presence of dark side.

Sulfur: (color of a mustard) in pain, anger

White: Confused

Customization: Damind Crystal (+1 Attack rolls, -1 Damage)

Personalization: +1 Attack rolls, -1 Damage

Hidden Special: Provides a +2 equipment bonus on sense motive checks via a hidden sensor.

This bonus only applies against Human or near humans within 10m (Lightsaber does not have to be ignited). The sensor transmits this information to its owner through a set of simple pluses.

Attack	Damage	Threat	Weight	Size
+2	2d8-2	19-20	1.1 kg	Medium

Hand of the Force (Right Hand)

Feats: EWP Lightsaber Gauntlet

Hilt: Metal Gauntlet, Silver

Blade Hue: Yellow

Switch Type: Thumb Plate: The wielder must place his/her thumb on the activation plate.

Crystal: Relacite, Jenraux

Special: This Lightsaber is built into a Gauntlet. The damaging shaft is focused into a flattened emitter for aesthetic reasons. The wielder of this Lightsaber may not be disarmed.

Customization: Jenraux Crystal (+1 bonus to Deflect (Attack) rolls)

Personalization: None

Hidden Special: Due to special materials used to forge this gauntlet, it retains its DR against Lightsabers. (DR 8, Wound Points 8)

Attack	Damage	Threat	Weight	Size
+0	2d8-1	19-20	1.2 kg	Medium

Ornamental Vipers

Feats: EWP Double-Bladed Lightsaber, EWP Lightsaber

Hilt: Gold Double-Blade in the shape of two snakes with a bend in the middle. Each emitter is in the mouth of a snake head.

Blade Hue: Gold



Switch Type: Standard: One click activates, one click deactivates (Dummy); Special: Twist at the bend in the middle to activate.

Crystal: Pontite

Special: Mastercraft (2)

Customization: None

Personalization: None

Hidden Special: This Lightsaber has a security system. If the dummy switch is activated a small needle injects the wielder with poison. (DC 18 initial damage 1d4 Con, secondary 2d4 Con)

A search DC of 15 is required to find the real switch.

Attack	Damage	Threat	Weight	Size
+0	2d8+3	19-20	2 kg	Medium (Large with both blades ignited)

Sith Artifact (Ring)

Feats: EWP Ring Lightsaber

Hilt: A black ring with a red jewel. Cold to the touch.

Blade Hue: Red normally; or if the wielder is considered Tainted it is blood red; if the wielder is considered Dark the color is Black Purple with an oozing shadow mist.

Switch Type: Force Activated: The wielder must use the Force to make a connection within the handle which allows energy to flow. You must spend 1 vitality and succeed at a force connection (Alter) check (DC 12, wisdom)

Crystal: Unknown

Special: Provides a +2 equipment bonus on saves against See force and Telepathy. Provides the Malevolent Force Feat for free as long as the ring remains on the wielder. (+2 aptitude bonus on all Fear checks and Force Grip checks). One drawback is the wielder may not apply his/her strength score to this Lightsaber's damage.

Customization: None

Personalization: None

Hidden Special: The wielder of this Lightsaber must call on the dark side whenever calling on the force (Spending a force point)

Attack	Damage	Threat	Weight	Size
+0	2d8-1*	19-20	.1 kg	Small *Do not apply strength to damage.

R3M

Feats: EWP Lightsaber

Hilt: Parts of old droid, Brown

Blade Hue: Dark Yellow

Switch Type: Standard: One click activates, one click deactivates

Crystal: Mephite

Special: Pressure-Grip, Droid Personality (This lightsaber has a built in droid processor and can teach any of the seven Lightsaber forms)

R3M: Immobile Training Droid, Thug 1; Init +1; Defense --, DR 5; Spd 0m; VP/WP 0/8; DR 5; SV

Fort +1, Ref +1, Will +2; Rep +0; Str --, Dex --, Con 8, Int 12, Wis 12, Cha 6. Challenge Code A

Equipment: Vocabulator, Motion Sensors (+2 to Spot)

Skills: Speak Basic, Knowledge (Lightsaber Technique) +4(11), Computer use +4(5),

Sense Motive +4(5), Repair +2(3), Craft Lightsaber +4(5), Knowledge (Jedi Lore) +2(3)

Unspent Skill Points 0; Quirk: Obsessive (Knowledge Lightsaber Technique)

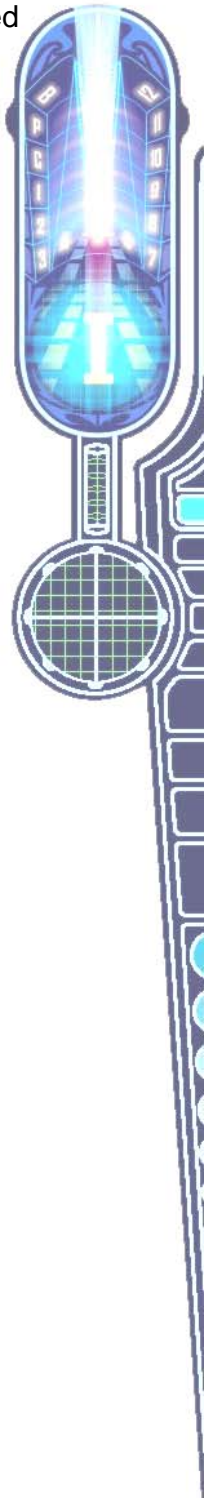
(-1 to Listen, Search and Spot)

Feats: EWP Lightsaber, Skill Emphasis (Knowledge Lightsaber Technique)

Customization: None

Personalization: Reduced weight by half

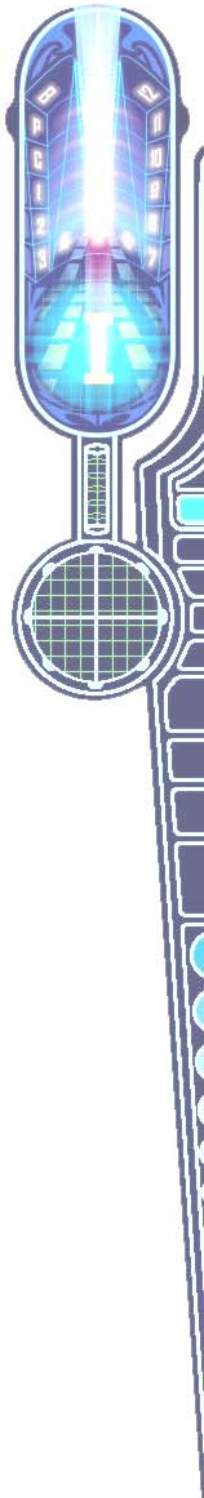
Hidden Special: Through the plate on the pommel small electric pulses are sent into the



wielder, adding form to the users swing and seemingly increasing the owner's battle prowess and precision. Providing a +1 to the wielders attacks and a +2 dodge bonus to defense against lightsabers.

Attack	Damage	Threat	Weight	Size
+1	2d8	19-20	2 kg	Medium

I submit this for anyone to use. Hand it out as you wish and I hope it helps. Thank you.



Lightsabers are the chosen weapon of the Jedi Knights, as well as the Vile Sith. An elegant armament of a more civilized time. In comparison, blasters are crude, inaccurate and loud affairs. To carry a lightsaber is an example of incredible skill and confidence, dexterity and attunement to the Force.

